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Nota di contenuto	Introduction -- Chapter 1. Definitions: Repetition, sameness, cognition and learning -- Chapter 2. Learning to love your stone: The aesthetics and experience of computer games -- Chapter 3. Sing, goddess, of the anger of achilles: Formal repetition in storytelling -- Chapter 4. Many happy returns: Sameness in digital literature, narrative games, adaptations and transmedial worlds -- Chapter 5. If you like that, you will love this: On sameness based algorithmic recommendation systems -- Chapter 6. Good artists copy, great artists steal: Creativity and originality in a new media landscape -- Chapter 7. In praise and criticism of repetition: The cultural affordances of repetitive media formats.
Sommario/riassunto	The ebook edition of this title is Open Access and freely available to read online. Our culture has an uneasy relationship with repetition and sameness. On the one hand, we find familiarity pleasurable and soothing; on the other, we crave novelty and long for a sense of discovery. We blame algorithms, intent on selling us more of the same, and on a media industry too greedy to risk investing in intellectually challenging, radically new, products. Sameness and Repetition in Contemporary Media Culture takes a comprehensive approach that both theorises and historically grounds the idea of repetition in relation

to media as something that is deeply embedded in our cultural tradition. This project received funding from the Carlsberg Foundation.
